

IN THE CLAIMS:

Claims 1, 6 and 9 have been amended herein. All of the pending claims 1 through 23 are presented below. This listing of claims will replace all prior versions and listings of claims in the application. Please enter these claims as amended.

Listing of Claims:

1. (Currently amended) A method of playing a card game among two or more players, comprising:
providing a plurality of playing cards, wherein each playing card of the plurality of playing cards has a front surface printed with an image depicting one class member of a class of items related to a theme of the card game and an opposing, back surface;
dealing a predetermined number of the plurality of playing cards to each player to create a hand of playing cards for each player;
in a plurality of rounds of playing cards, comparing in each round at least one playing card from the hand of playing cards of each player;
determining a winner of each round from the comparison, wherein:
each player decides which playing card of a round is a best playing card based on a subjective opinion of each player about a value of the class member depicted by the image on each playing card;
if a majority of players agree which playing card of the round is the best playing card, a player holding the best playing card according to ~~a~~ to the majority of players wins the round;
if the majority of players do not agree which playing card of the round is the best playing card, the two or more players refer to a neutral nonplayer for a decision, wherein the neutral nonplayer is to decide which playing card of the round is the best playing card based on a subjective opinion of the neutral nonplayer about the value of the class member depicted by the image on each playing card, ~~and the~~ and a

player holding the best playing card according to the subjective opinion of the neutral nonplayer wins the round;

if the two or more players refer ~~to a~~ to the neutral nonplayer for the decision and a neutral nonplayer decision cannot be obtained, the two or more players resort to an alternative basis for determining a winner of an undecided round; and declaring a player the winner of the card game.

2. (Previously presented) The method of claim 1, further comprising:
placing the hand of each player in a facedown stack;
simultaneously flipping over a top playing card of the stack of each player to expose the front surface of the top playing card and provide an initial round of playing cards of the plurality of rounds of playing cards; and
simultaneously flipping over at least another top playing card of the stack of each player to provide at least another round of playing cards of the plurality of rounds of playing cards.

3. (Previously presented) The method of claim 1, wherein the winner of a round of playing cards takes all of the playing cards for that round and incorporates all of the playing cards into his or her hand.

4. (Previously presented) The method of claim 3, wherein comparing at least one playing card from the hand of playing cards of each player in a plurality of rounds of playing cards comprises continuing to compare rounds of playing cards until one player has won enough rounds to take all of the plurality of playing cards, and wherein the one player taking all of the plurality of playing cards is declared the winner of the card game.

5. (Previously presented) The method of claim 1, wherein resorting to an alternative basis for determining the winner of an undecided round comprises:
comparing playing cards between players in at least one additional round of the plurality of rounds of playing cards;
determining a winner of the at least one additional round; and
declaring the winner of the at least one additional round the winner of the undecided round.

6. (Currently amended) The method of claim 1, further comprising:
placing a number of the plurality of playing cards facedown in a draw-stack; and
conducting a drawing phase wherein the two or more players are provided consecutive turns to discard at least one playing card from the hand of playing cards of ~~the~~ each player into a discard pile and to replace the at least one discarded playing card with at least one playing card drawn from the draw-stack or the discard pile.

7. (Original) The method of claim 6, further comprising:
continuing the consecutive turns for each player in the drawing phase until the occurrence of a predetermined event; and
ending the drawing phase upon the occurrence of the predetermined event.

8. (Original) The method of claim 7, wherein ending the drawing phase comprises conducting a predetermined number of consecutive turns for each player.

9. (Currently amended) The method of claim 7, wherein ending the drawing phase comprises calling by one player and providing each of the other players one additional turn to discard at least one playing card from the hand of playing cards of each player ~~into a~~ into the discard pile and to replace the at least one discarded playing card with at least one playing card drawn from the draw-stack or the discard pile.

10. (Original) The method of claim 1, further comprising:
dealing an initial hand of playing cards to each player to provide initial rounds of playing cards of the plurality of rounds of playing cards; and
dealing at least another hand of playing cards to each player to provide additional rounds of playing cards of the plurality of rounds of playing cards.

11. (Original) The method of claim 10, wherein a player winning a majority of rounds of playing cards within each hand of playing cards scores a point for that hand.

12. (Previously presented) The method of claim 11, further comprising splitting a point for a hand when resorting to an alternative basis for determining the winner of an undecided round in that hand.

13. (Previously presented) The method of claim 11, further comprising considering a hand a draw when resorting to an alternative basis for determining the winner of an undecided round in that hand.

14. (Previously presented) The method of claim 11, wherein a player scoring the most points after a designated period of play is declared the winner of the card game.

15. (Previously presented) The method of claim 1, wherein dealing a predetermined number of the plurality of playing cards to each player to create a hand of playing cards for each player comprises dealing a number of playing cards corresponding to a lineup of class members related to the theme of the card game.

16. (Previously presented) The method of claim 15, further comprising laying out the playing cards of the hand of playing cards of each player facedown on a playing surface in a pattern that relates to the lineup related to the theme of the card game.

17. (Previously presented) The method of claim 16, further comprising:
simultaneously flipping over one playing card of the hand of playing cards of each player to
expose the front surface thereof and provide an initial round of playing cards of the
plurality of rounds of playing cards; and
simultaneously flipping over at least another playing card of the hand of playing cards of each
player to provide at least another round of playing cards of the plurality of rounds of
playing cards.

18. (Previously presented) The method of claim 17, wherein the winner of a round of
playing cards scores a point, and a player scoring the most points after a designated period of
play is declared the winner of the card game.

19. (Original) The method of claim 16, wherein a player winning a majority of
rounds of playing cards within each hand of playing cards scores a point for that hand.

20. (Original) The method of claim 1, wherein the front surface of each playing card
of the plurality of playing cards is printed with textual information, and further comprising:
using the textual information to determine additional aspects of game play.

21. (Original) The method of claim 20, wherein using the textual information to
determine additional aspects of game play comprises requiring each player to acquire a hand
comprising a specific combination of cards based on the textual information.

22. (Previously presented) The method of claim 20, wherein using the textual
information to determine additional aspects of game play comprises requiring each player to
acquire a hand with each playing card of the hand corresponding to a position in a lineup of class
members related to the theme of the card game.

23. (Previously presented) The method of claim 1, wherein the image depicting one class member printed on each playing card of the plurality of playing cards comprises (on each card) a member of a sports team.